DOCUMENT-IDENTIFIER: US 5651104 A
TITLE: Computer graphics system and process for adaptive
supersampling

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BSPR:
Texture mapping has some characteristics that exacerbate
the anti-aliasing
issue. As seen by a viewer, most texture has been
perspectively compressed in
one dimension more than in the other dimension. This is
because many polygon
surfaces are defined at an oblique angle to the viewer. As
polygon surfaces
tilt to become more and more oblique to the viewer, the
footprint of the pixel
frustum on the polygon becomes progressively stretched and
distorted into a
long quadrilateral with a high aspect ratio. When this
happens, more texels
will be within the footprint along the length of the
footprint than across the
width of the footprint. If the texels along the length of
the footprint are
not adequately sampled, aliasing may occur.

CCOR:
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